CPP Training Block 4 and 5

CPP Training Blocks Four and Five

- Basic marksmanship skills
- Weapon
- Present
- Stance and grip
- Controlled pairs, failure to stop, and threat assessment
- Reloads
- Maintaining a Condition 1 weapon throughout

The coach will:

- Serve as safety supervisor.
- Assist in making alibi determinations.
- Assist in lineout procedures.

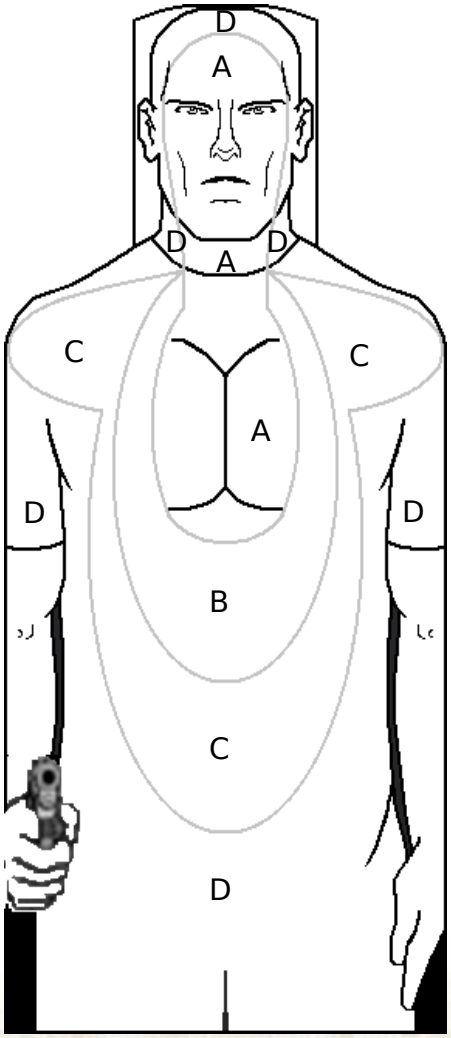
CPP Table One – Training Blocks Four and Five

Iterations	Total Rounds	Time	Mode	Fill Plan
Stage One – 7 yards				
2 (3 times)	6	5 sec	Controlled Pair from Holster	Load 14 in weapon; 9 in pouch Analyze & repair
2 1 (2 times)	6	7 sec	Failure to Stop from Holster	8 in weapon; 9 in pouch Analyze & repair
2 2	4	9 sec	Speed Reload from Holster	2 in weapon; 9 in pouch Fill mag w/7 Analyze & repair

CPP Table One – Training Blocks Four and Five (cont.)

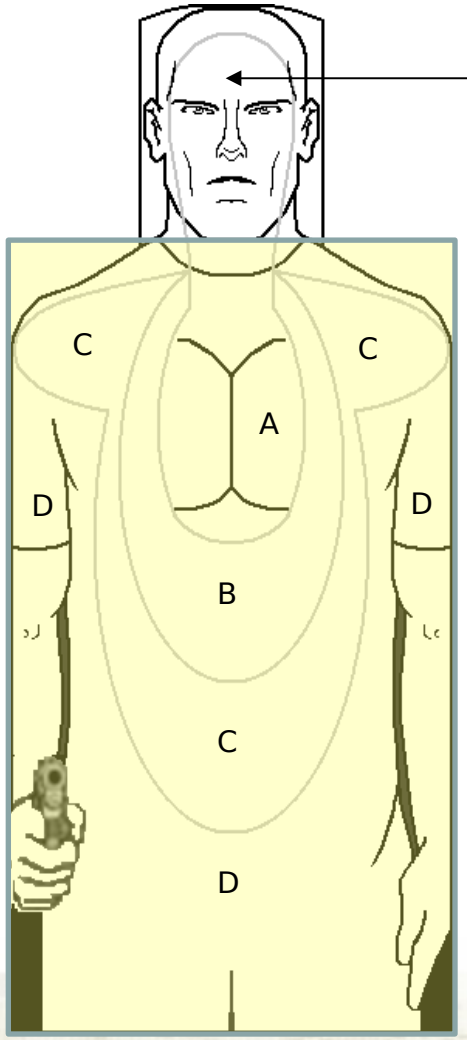
Iterations	Total Rounds	Time	Mode	Fill Plan
Stage Two – 15 yards				
2 (6 times)	12	6 sec	Controlled Pair from Holster	7 in weapon; 7 in pouch After 3rd drill, Tactical Reload w/ mag 7 Fill mag w/10 Analyze & repair
2 2	4	12 sec	Speed Reload from Holster	2 in weapon; 10 in pouch Analyze & repair
Stage Three – 25 yards				
1 (8 times)	8	7 sec	Single Action Slow Fire (Threat Assessment) from Ready	8 in weapon Analyze & repair
Total rounds = 40				

MPMS-1 Target



A = 10 points
B = 8 points
C = 6 points
D = 4 points

Failure to Stop – Chest Shot



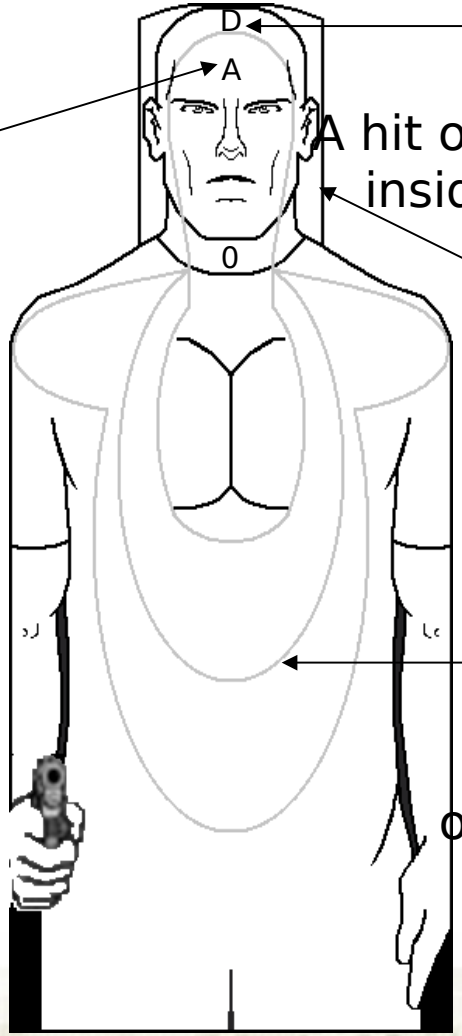
4 points

A hit anywhere on head

A = 10
B = 8
C = 6
D = 4

Designated aiming area is **Center Mass**

Failure to Stop – Head Shot



4 points

10 points

A hit outside the scoring zone but inside the outline of the head

Miss

A hit outside the outline of the head

0 points

A hit anywhere on the torso of the target

Designated aiming area is **Head**

Table One Qualification Standards

Classification	Score
Expert	364 – 400
Sharpshooter	324 – 363
Marksman	264 – 323
Unqualified	0 – 263